

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

at least one input device; and

a-at least one display device operable with the at least one input device and the
processor for each play of a game to:

display a plurality of selections, each of said selections associated with one of a plurality of matingly interconnected puzzle pieces,

enable a player in said play of the game to pick said selections only until the player obtains a designated combination of said puzzle pieces in said play of the game, and

provide an outcome to the player for said play of the game based on the designated combination obtained by the player and selected puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces for said play of the game.

Claim 2 (original): The gaming device of Claim 1, wherein the puzzle pieces have a predefined relationship.

Claim 3 (original): The gaming device of Claim 1, which includes a plurality of awards, at least one of said awards associated with each of the puzzle pieces.

Claim 4 (original): The gaming device of Claim 3, wherein said awards include values, credits, free spins, free games or multipliers.

Claim 5 (previously presented): The gaming device of Claim 3, wherein the outcome includes a sum of the awards associated with the puzzle pieces of the designated combination obtained by the player.

Claim 6 (previously presented): The gaming device of Claim 3, wherein the outcome includes a sum of the awards associated with the puzzle pieces of the designated combination obtained by the player and any awards associated with puzzle pieces matingly connected to the puzzle pieces of said designated combination.

Claim 7 (original): The gaming device of Claim 3, which includes a bonus award provided to the player for obtaining the designated combination of said puzzle pieces.

Claim 8 (original): The gaming device of Claim 1, wherein the designated combination of puzzle pieces includes at least one of: a row of matingly connected puzzle pieces, a column of matingly connected puzzle pieces and a designated section of matingly connected puzzle pieces.

Claim 9 (original): The gaming device of Claim 1, wherein at least two of the puzzle pieces are the same.

Claim 10 (original): The gaming device of Claim 1, wherein all of the puzzle pieces are different.

Claim 11 (original): The gaming device of Claim 1, wherein at least one of the selections includes a plurality of puzzle pieces.

Claim 12 (original): The gaming device of Claim 1, wherein the display device includes a video monitor.

Claim 13 (original): The gaming device of Claim 12, wherein the video monitor includes a touch screen.

Claim 14 – 25 (canceled):

Claim 26 (previously presented): A method for operating a gaming device having a game operable upon a wager, for each play of said game said method comprising:

- (a) displaying a plurality of matingly connected puzzle pieces to a player on a display device for said play of said game;
- (b) enabling the player to pick one selection from a plurality of unpicked selections associated with said puzzle pieces;
- (c) repeating step (b) in said play of the game only until a designated combination of the puzzle pieces is obtained by the player; and
- (d) providing an outcome to the player for said play of the game based on the designated combination of puzzle pieces obtained by the player and any selected puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces.

Claim 27 (previously presented): The method of Claim 26, wherein the step of providing an outcome to the player includes providing an outcome including a sum of at least one award associated with each of the puzzle pieces in the designated combination obtained by the player.

Claim 28 (previously presented): The method of Claim 26, wherein the step of providing an outcome to the player includes providing an outcome including a sum of at least one award associated with each of the puzzle pieces in the designated combination obtained by the player and any puzzle pieces matingly connected to said designated combination.

Claim 29 (original): The method of Claim 26, which includes the step of providing a bonus award to the player for obtaining the designated combination of the puzzle pieces.

Claim 30 (previously presented): The method of Claim 26, wherein the steps (a) to (d) are provided to the player through a data network.

Claim 31 (original): The method of Claim 30, wherein the data network is an internet.

Claim 32 (original): The method of Claim 26, wherein the steps (a) to (d) are stored on a storage device.

Claim 33 – 42 (canceled):

Claim 43 (previously presented): A gaming device operable under control of a processor, said gaming device comprising:

a display device;

an input device; and

a game including a plurality of matingly interconnected puzzle pieces, said processor programmed for each play of the game to:

- (a) cause the display device to display a plurality of selections, each of said selections associated with one of said puzzle pieces, wherein said selections are pickable by a player in said play of the game,
- (b) stop selections from being pickable by the player in said play of the game after the player obtains a designated combination of said puzzle pieces in said play of the game, and
- (c) provide an outcome to the player for said play of the game based on the designated combination obtained by the player and the picked puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces in said play of the game.

Claim 44 (previously presented): The gaming device of Claim 43, which includes a plurality of awards, at least one of said awards associated with each of the puzzle pieces.

Claim 45 (previously presented): The gaming device of Claim 44, wherein said awards include values, credits, free spins, free games or multipliers.

Claim 46 (previously presented): The gaming device of Claim 45, wherein the outcome includes a sum of the awards associated with the puzzle pieces of the designated combination obtained by the player.

Claim 47 (previously presented): The gaming device of Claim 45, wherein the outcome includes a sum of the awards associated with the puzzle pieces of the designated combination obtained by the player and any awards associated with puzzle pieces matingly connected to the puzzle pieces of said designated combination.

Claim 48 (previously presented): The gaming device of Claim 45, which includes a bonus award provided to the player for obtaining the designated combination of said puzzle pieces.

Claim 49 (previously presented): The gaming device of Claim 43, wherein the designated combination of puzzle pieces includes at least one of: a row of matingly connected puzzle pieces, a column of matingly connected puzzle pieces and a designated section of matingly connected puzzle pieces.

Claim 50 (previously presented): The gaming device of Claim 43, wherein at least two of the puzzle pieces are the same.

Claim 51 (previously presented): The gaming device of Claim 43, wherein all of the puzzle pieces are different.

Claim 52 (previously presented): The gaming device of Claim 43, wherein at least one of the selections includes a plurality of puzzle pieces.

Claim 53 (previously presented): The gaming device of Claim 43, wherein the display device includes a video monitor.

Claim 54 (previously presented): The gaming device of Claim 43, wherein the display device includes a touch screen.

Claim 55 (previously presented): A method for operating a gaming device, the gaming device having a game operable upon a wager, for each play of said game said method comprising:

- (a) displaying a plurality of matingly connected puzzle pieces to a player;
- (b) enabling the player to pick one unpicked selection from a plurality of unpicked selections associated with said puzzle pieces;
- (c) repeating step (b) until a designated combination of the puzzle pieces is obtained by the player; and
- (d) preventing the player from picking one selection from a plurality of selections associated with said puzzle pieces after the designated combination of the puzzle pieces is obtained by the player; and
- (e) providing an outcome to the player based on the designated combination of puzzle pieces obtained by the player and any selected puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces.

Claim 56 (previously presented): The method of Claim 55, wherein providing an outcome to the player includes providing an outcome including a sum of at least one award associated with each of the puzzle pieces in the designated combination obtained by the player.

Claim 57 (previously presented): The method of Claim 55, wherein providing an outcome to the player includes providing an outcome including a sum of at least one award associated with each of the puzzle pieces in the designated combination obtained by the player and any puzzle pieces matingly connected to said designated combination.

Claim 58 (previously presented): The method of Claim 55, which includes providing a bonus award to the player for obtaining the designated combination of the puzzle pieces.

Claim 59 (previously presented): The method of Claim 55, which is provided through a data network.

Claim 60 (previously presented): The method of Claim 59, wherein the data network is an internet.

Claim 61 (previously presented): A method for operating a gaming device having a game operable upon a wager and a secondary game, for each play of the secondary game said method comprising:

- (a) displaying a plurality of matingly connected puzzle pieces;
- (b) enabling a player to input a pick of one unselected selection from a plurality of selections associated with said puzzle pieces;
- (c) repeating step (b) only until a designated combination of the puzzle pieces is obtained by the player; and
- (d) providing an outcome to the player based on the designated combination of puzzle pieces obtained by the player and any selected puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces.

Claim 62 (previously presented): The method of Claim 61, which is provided through a data network.

Claim 63 (previously presented): The method of Claim 62, wherein the data network is an internet.

Claim 64 (previously presented): A method for operating a gaming device having a game operable upon a wager and a secondary game, for each play of the secondary game said method comprising:

- (a) displaying a plurality of matingly connected puzzle pieces;
- (b) enabling a player to pick one selection from a plurality of unpicked selections associated with said puzzle pieces;
- (c) repeating step (b) until a designated combination of the puzzle pieces is obtained by the player;
- (d) preventing the player from picking one selection from a plurality of selections associated with said puzzle pieces after the designated combination of the puzzle pieces is obtained by the player; and
- (e) providing an outcome to the player based on the designated combination of puzzle pieces obtained by the player and any selected puzzle pieces not part of said designated combination, but matingly connected to at least one of the puzzle pieces in the designated combination of said puzzle pieces.

Claim 65 (previously presented): The method of Claim 64, which is provided through a data network.

Claim 66 (previously presented): The method of Claim 65, wherein the data network is an internet.